

## 1. Shapes.java

**//draw different shapes**

```
import java.awt.*;
public class shapes extends Frame {
    public shapes()
    {
        setVisible(true);
        setSize(300, 300);
    }
    public void paint(Graphics g)
    {
        g.drawString("Welcome",50,50);
        g.drawLine(20,30,20,300);
        g.drawRect(50, 60, 50, 20);
        g.drawRoundRect(50, 90, 50, 20, 10, 10);
        g.fillRect(50, 120, 50, 20);
        g.fillRoundRect(50, 150, 50, 20, 10, 10);
    }

    public static void main(String[] args)
    {
        new shapes();
    }
}
```

## 2. colorexample.java

**//Handling color class**

```
import java.awt.*;
public class colorexample extends Frame {
    Color c1;
    public colorexample ()
    {
        setVisible(true);
        setSize(300, 300);
        setBackground(Color.YELLOW);
        c1=new Color(190,120,40);
    }

    public void paint(Graphics g)
    {
        g.setColor(Color.RED);
        g.drawString("Welcome",50,50);
        g.setColor(c1);
    }
}
```

```

        g.drawLine(20,30,20,300);
        g.drawRect(50, 60, 50, 20);
        g.drawRoundRect(50, 90, 50, 20, 10, 10);
        g.fillRect(50, 120, 50, 20);
        g.fillRoundRect(50, 150, 50, 20, 10, 10);
    }

    public static void main(String[] args)
    {
        new colorexample();
    }
}

```

### 3. comicface.java

```

// Draw a comic face
import java.awt.*;
public class comicface extends Frame {
    Color c1;
    public comicface ()
    {
        setVisible(true);
        setSize(600, 600);
        c1=new Color(190,120,140);
        setBackground(c1);
    }

    public void paint(Graphics g)
    {
        //Draw the face
        g.drawOval(100,100,250,250);

        //Draw the left eye
        g.fillArc(170,185,25,25,20,180);
        //Draw the right eye
        g.fillArc(255,185,25,25,40,180);
        //Draw the smile
        g.drawArc(150,215,150,100,0,-180);
    }

    public static void main(String[] args)
    {
        new comicface();
    }
}

```